

ABSTRACT

A game board is divided into squares, and is partitioned into an inner play area and an outer play area that surrounds the inner play area. The outer play area acts as a game engine in that it controls the functionality of one or more game pieces within the inner
5 play area. The inner play area preferably comprises a 6x6 array of squares, and the outer play area includes a perimeter of squares which surround the inner play area. A position of a game piece traversing the outer play area determines functionality of certain game pieces positioned within the inner play area. Functionality of these game pieces in the inner play area are in a constant state of change relative to the changes of position of the
10 game piece in the outer play area.